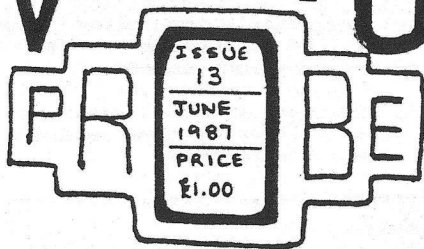


ADVENTURE



EDITOR: SANDRA SHARKEY, 78 MERTON ROAD, WIGAN. WN3 6AT
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Editorial

Welcome to Issue 13 of Adventure Probe.

Well, we made it! 'Probe' is now in its second year with a readership of around 200 a month, and growing steadily. We're still getting those all important mentions in the glossy magazines. Thank you to Keith Campbell, Mike Gerrard, Gordo Greatbelly (how I hate that name!) and the White Wizard.

I got lots of nice letters last month commenting on the new-look Probe, all good comments I'm glad to say! The new photocopier is holding up well to the heavy load it has to bear. It's been in constant use since I got it.

Another new section for you. Solution of the month. I've kicked off with a very unusual one, while it's a special issue. Jim O'Keeffe has written a solution to Worm in Paradise in story form. Even if you've already completed this one I'm sure you'll enjoy reading the story. Future issues will contain one full solution every month.

If anyone reading this knows Peter Sweasey, the ex-adventure columnist for ZX Monthly, the ex-computer magazine, please convey my thanks to him for all his support over the last year. I don't know how to get in touch with him.

If you've bought the new-look, new-price Popular Computing Weekly recently you'll have noticed that Tony Bridge's Adventure Column has been withdrawn. Tony gave us lots of regular support which will be greatly missed. I know many of you were ardent readers of his column. So, what can we do about it? Well, I suggest you write to the Editor and beg for the Adventure Section to be re-instated. If they get enough requests perhaps they'll change their minds.

Over the last year I've been in touch with many software houses, both large and small, offering review services and asking to be put on their mailing lists so that I can pass on any adventure news to you. Only TWO came forward, Incentive and Atlantis. The others didn't even give me the courtesy of a reply!

Hope you enjoy reading the mag., and I'll see you all next month.

Sandra

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SUE'S NEWS
PRODUCING (WHOOPS? PRODUCED) BY BUNNY

Well, I thought with it being the Birthday issue it was about time I put pen to paper. Not bad going seeing as the last time I wrote was about four issues ago, and it was going to be a monthly thing. Ah well! these things are sent to try us, and as people are always telling me - I'm very trying.

Let's see what I know. With it being the birthday issue I thought let's celebrate. So how better to celebrate than by blowing up a balloon, only trouble is I INhaled instead of EXhaled and swallowed it!

Day by day my stomach seems to be growing. Okay, I admit it. It's been confirmed that I have A.I.D.S. (Another Inside Droll Sue). Or, in other words, I am expecting my sixth child round about the 3rd of January. I don't know, the things you have to do to get another Adventurer in the family. At least there's one thing I've learnt and that is the meaning of 'Bunny'. I always thought a rabbit was just an animal that ate, drank and slept. They're not. They have to be very fit to cope with their physical exercise. Are baby rabbits called Buns? I just wondered if that's where the saying "A Bun in the oven" came from. So, over the next seven months or so I will be boring you with minor details of how I'm keeping.

As usual I've been putting my foot in it. A friend of mine (he's disabled) had to have his leg amputated a few months back and a few weeks ago he invited me out. Unfortunately I had a lot on (you've got to in this weather, otherwise you freeze) and couldn't make it, but promised to ring the next night to see how it went. Well, I did as promised, and of all the words I could have said like "I bet you were drunk, p****d, palatic etc." I had to say "I bet you were legless" which didn't go down too well. But, he's still speaking to me, because as he said "There's only you can put your foot in it, time after time."

I would also like to apologise to a certain shelf filler at Tesco, for messing his display up, and to anyone who had to buy smashed up packs of butter. Thanks a lot to my kids for disowning me. It wasn't the first time and it won't be my last, they should know by now that if it's higher than eye level I'm lethal.

Since last time I wrote I've managed to kill three guinea pigs. Don't ask me how, I just did. I fed them, cleaned the cage, gave them water and they died. Yet Sandra can have one goldfish going strong after twelve months. Could it be the size of the tank, thermometers, gravel etc. that keeps it going? No! It's the fact that she keeps him in a Pyrex dish and does nothing. But even Sandra has unusual pets. She once had a Kamikaze goldfish that jumped out of the pie dish and on to the floor. When she found it, it was still breathing so she put it back in the dish. It then proceeded to swim backwards, then it got fungus and finally jossed it. So, I've decided to buy loads of pie dishes for the rabbits, dog, cats, budgies and gerbils. I'd better buy extra for my plants as well. Mind you, I do have a fuchia that has survived for quite a few months now. I was told by Bill (a friend of ours) that it's coming on well because of the central heating. So I told him I'd never heard of central heating being good for plastic. Don't know why he suddenly got embarrassed!

I've not played on the computer for a bit now, so I've still got loads of half finished games, though I am going to get stuck in again. If anyone has any hints for Faerie I would be very grateful. This game has been half finished since 1985. I don't enjoy playing it but am determined to get it finished (even if I have to cheat).

Ah well! Only another hour and a half and my kids will be home from school. Just think, two weeks school holidays. No peace and quiet. Just fighting and arguing and Lego and Crayons all over the floor. Toys on the stairs (just to help you down quicker) and a physical wreck (me!).

The second week won't be so bad as we're going on holiday, so by the time you read this I'll have been and come back. In my next 'News' you'll hear something about it. Thinking of holidays reminds me of all the fun to be gained from them, like travel sickness. Michael, the second eldest, is terrible on Motorways.

Then there's the stopping off at toilets. Of course nobody wants to go till you've just passed one, then when you find another one only two kids out of five want to go. That is until you set off again, then you get one asking how far the next toilet is. Mind you I should be grateful they're all old enough to go to the toilet now. Have you ever tried changing a soaking, stinking nappy on a bawling baby at 60 m.p.h.? It's almost as much fun as trying to get out of the front seat into the back, then after all the struggling and getting back in your seat, you realise it couldn't have cared less about the state of its nappy, it wanted a bottle, which, of course, is inside the cool box that is on the roof rack, so that there's more room inside the car.

Anyone want a lodger for a few weeks? I can clean up, play adventures, bore you to death, show you up in supermarkets, and generally drive you mad. If you're mad enough to take me in, you'll find my address and phone number in one of the issues of Probe. By the way my name is Sue. I thought I'd better tell you that as some people get confused when I phone them, I just say "Hello" and they say "Oh God!" Right I must go, see you next month if I'm still living. Happy Birthday Probe. See you.

Love, Bunny. X

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(Jim O'Keeffe - Adventure Probe Issue 11 April 1987)

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THE FOURTH PROTOCOL - Century/Hutchinson Computer Publishing - £12.95

NOTE: This review is based upon the original version of THE FOURTH PROTOCOL, which I played nearly two years ago. It may well be, therefore, that the "bugs" and shortcomings mentioned here (which includes the price quoted above!) are no longer present in the latest version, which was recently re-released by Ariolasoft.

It is also worth noting that the Commodore version of the game differs in certain aspects from the Spectrum one - particularly in Part One

THE FOURTH PROTOCOL is a three-part adventure in which you take on the role of John Preston, intelligence agent extraordinaire! It is based on Frederick Forsyth's novel of the same name and it would be useful, but not essential, to read the book before playing the adventure.

In the first part, you are given the task of tracking down the traitor who has stolen the NATO DOCUMENTS. To assist you in this difficult pursuit, you have access to a large computer database called CENCOM ... which contains lots of really interesting information, and is only too willing to share this with you ... as long as you know which files to ask it for! You also have a number of WATCHERS (professional surveillance operatives) at your disposal, and you can assign these to follow suspects and report back to you with any information they uncover.

A large portion of this part of the game involves the continuous manipulation of your band of WATCHERS, using them to follow first one person, and then another. You then need to work out, from the clues they uncover, which files you should be asking CENCOM for. This, in turn, will probably provide you with even more suspects to follow ... or clues to chase!

All this does not happen in a vacuum however. Life goes on around you, and a number of other daily tasks will cross your desk and require some kind of action from you. Successfully dealing with these, increases the number of WATCHERS assigned to you. Fail, and WATCHERS will be taken away. You have just 40 (game) days in which to unmask the traitor ... or get posted to the Falkland Islands!

The second part of the game follows directly on from the first. Having caught the traitor, you must now go in search of THE BOMB which has been smuggled into the country. A new set of icons (like the set in the first part, these are quickly mastered) allows you to leave your office and travel extensively about the country. Developments are triggered by your actions. As you complete one phase successfully, the next phase opens up. This makes the adventure fairly simple, as, most of the time, there is only one, rather obvious, course of action open to you. However, this is also the part I enjoyed the most as I thought that it all "hung together" quite well and was pretty atmospheric.

The only "fly in the ointment" was the BARBICAN MAZE! Now, I don't like mazes very much at the best of times, but this particular one is a real pain!! It is fairly extensive ... and there is no way out until you've found a certain object.

Mapping it in the usual way (i.e. by dropping objects) is difficult since you are severely limited as to the number of objects you can carry at any one time and some of them the program won't allow you to "drop" at all! After all, who throws away their WALLET or SUN in the street???

In addition, going WEST from a certain location within the maze ... causes the whole program to crash! Now I ask you, isn't that just a little bit much??

In order to save the sanity of all of you who don't like mazes either, I reproduce the solution to the BARBICAN MAZE here (masochistic maziacs can skip this bit):

"From the BARBICAN UNDERGROUND STATION TICKET OFFICE, go UP, then N, N, E, E, to find a GUARD. Now go N, W, S, E, to find a FLORIST. Buy some FLOWERS. Go N, N, W, E, and you're back with the GUARD. Now go S, N, S, W, to a TRAMP, and then W, E, to the BARBICAN STATION.

Now what could be simpler than that!?

The third part of the adventure is entitled the SAS ASSAULT ... and it's a real disappointment! I've heard that it was actually written in a weekend and occupies about 5K of code. Now, far be it from me to repeat such rumours here, but I will say that this part looks as if it was written in a weekend and occupies about 5K of code!!

It's a very simple strategy game. Arm your SAS team, clear a warehouse of enemy agents, then disarm the bomb. Nothing to it! It shouldn't take you much longer than about 45 minutes (or six attempts) to discover the foolproof method of disposing of the bad guys. Then it's just a case of making the right half-dozen moves to disarm the bomb successfully.

The only difficulties you are likely to encounter will be in maintaining an even temper for long enough to complete your task! Since there are no instructions given for this part of the game, you will have to discover how everything works for yourself ... and since there is no "SAVE" facility either, if you make one false move, thus causing the bomb to explode before you've disarmed it, you will have to go back to the very beginning of the part. This means clearing the warehouse of bad guys all over again ... and, after a few times, this gets to be incredibly tedious! So, to help you along ...

- (a) arm 5 members of your team with grenades, and the 6th with a shotgun.
- (b) start all 6 members off in Room E.
- (c) you only need to cut one wire to disarm the bomb.

THE FOURTH PROTOCOL was the first adventure to use an icon-driven method of operation and I remain impressed by just how effective and simple to use the system is. At the time of its appearance (mid 1985), many pundits were predicting the widespread use of icons in adventures before the end of the year. Well, that hasn't happened ... the number of icon-driven adventures can probably be counted on the fingers of one hand. However, I for one, remain convinced that the potential is still there and I do wish that more people would attempt to exploit it.

All in all, I enjoyed this adventure very much, as I felt there was an awful lot of good stuff in it. It's a shame that the final product seems to have been rushed to completion and is therefore somewhat flawed ... otherwise, this could have been one of those adventures to tell your grandchildren about! As it is, it's still a very creditable effort ... well worth a place on your shopping list!

Reviewer - Jim O'Keeffe - Spectrum

THE ONYTON ADVENTURES by P. C. Asbury-Smith for DRAGON

These four adventures are one man's exploration of Adventureland. They tell the story of a family.

ONYTON, which tells of the family origins, looks like an adventure, but it works on a basically different principle. It is really a puzzle.

GNOME is a classical adventure for Dad by himself, in which a relationship between our family and the gnomes is established, which is to be so crucial later on.

THE HOUSE THAT DAD BUILT and GLORIA involve interactive characters and tell of the marriages of the two children of our family.

GLORIA is also the end of the saga, as all tensions are resolved, but not before the depth of despair has been passed.

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Authentic version DRAGONDOS, but a cassette version is available.

!!!! COMPETITION RESULT !!!!

Mystery of the Lost Sheep Competition.

I'm afraid response was minimal and I received no correct entries! To refresh memories the competition required you to name a tree which will accompany the adventurer in part 1 of my new game "It's Magic". The tree is to be called WOODY (C64 version only). It seems a shame to hold a competition and have no winners, so I have chosen what I think is a very clever suggestion - though too clever for me! - from Barbara Gibb, who entered the name WITCH HAZEL, as a winner, so a copy of BBC Sheep is on its way to you Barbara.

SIMON MAREN, CENTRAL COMPUTING

SOFTWARE REVIEWS

ROBOCIDE - Asclepios Software - Author Lee Ford - £1.50

Robocide is written with the aid of the Quill. It is text only and uses the old Verb/Noun style of input, which I personally don't find a problem as I am used to this type of Adventure.

The game is well presented with instructions on one side of the tape and the game itself on the other. Your task is a noble one, you have been chosen, be it a little unwillingly, to save your Galaxy from a terrible plague and an attack by the Robots of Segastra.

Although I would not class Robocide as an extremely difficult adventure, it was well written and had enough problems to keep me interested right to the end of the game.

"Sandra" will be delighted to hear that it does not contain even a small maze! I only found one small bug in the game, it was that once I had worn anything I was unable to either remove it or drop it. I did not feel that this in anyway spoilt my enjoyment, so at the price I would say it was excellent value.

Reviewer - GRAHAM WHEELER - Astrad

.....

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HAMSTER SOFTWARE

25 Elgin Park, Redland, Bristol. BS6 6RX

THE CRAZY WORLD OF ARTHUR BENT (Misadventures of a Common Man)
by Christopher Hester

I'm just a common man, in that there is no shame ... is there?
Arthur Bent/L42

.....

Part Three.

When someone activates the random travel switch of an intergalactic travel mechanism there's no telling what will happen. The machine may send you anywhere - after that it automatically locks on to the heartbeat of whoever pushed the switch and the only way back to the ship and the machine is if your heartbeat (or that of the person who pushed the switch) misses a beat. The machine senses this and immediately transports you back as a safety measure against danger. You shouldn't really go mucking about with the random travel switch though, as Arthur Bent, a queer kind of guy really, has just done so on board the S.S. Probe. He's sent himself, Bored Perfect and Bitodd Feeblesox to a whole new part of the universe which none of them would care to visit, even on a cloudless Saturday afternoon.

"Arthur!!" yelled Bitodd and Bored together. "Didn't you know what you were doing? Haven't you seen an Intergalactic Travel Mechanism before?" "Er... not really, no..." replied a feeble Arthur. "Now we'll have to make you scared until your heart skips a beat." said Bored.

They all looked around them and took in their new surroundings. The ITM had taken them to a dusty planet, and rocks were the only thing they could see for miles, besides a giant yellow sun with holes in it. "Look at that sun, Art," said Bored, "it's got holes in it." "Why, so it has" said Arthur. "I wonder why? And what's that off-putting smell?" "That's no sun," broke in Bitodd, "that's a giant piece of cheese - suspended in the sky!" He was right. "That can only mean one thing," said Bored looking worried, "there must be ..." There was a loud squeak and they all turned around to see "... a giant mouse!"

"Run for it!" shouted Arthur. Bored and Bitodd ran for it - the mouse - towards it! Arthur, who alone understood what he meant, ran away from the mouse until he hid behind a rock. The mouse was squeaking louder as it moved to face Bored and Bitodd, who then decided that perhaps Arthur had meant to run away, so they did. The mouse kept advancing, and the three of them hid behind the rock.

"It's no good." said Arthur. "It's coming at us fast!" The mouse appeared to grow larger as it drew nearer, obeying the laws of perspective, until it was upon the rock, then ... it stopped, struggling to move further. "It looks stuck - bound by its tail!" announced Bored observantly. Instead of looking at the mouse, they followed the line of its tail, thick and long, which they now realised was attached to a giant computer! The mouse sat still, at the limit of its tail, twin buttons glinting in the cheesy sun. Bored took out a long piece of stringy rope (or ropey string) and stuck some extra-strong chewing gum, from the bottom of his satchel, on the end.

"Watch this guys." he said, and threw the rope on top of the mouse. It hit the painted metal casing with a hollow clang and stuck! The mouse didn't move, so Bored proposed to climb up the rope and see if they could press one of the giant buttons down, on the hardware mouse. Arthur wasn't so sure.

"What happens if it moves again though?" he asked. So Bored, Arthur and Bitodd chose to think of another plan. In fact they all bounced a few ideas around until Bored ordered them to stop, as they kept getting hit on the head by the falling ideas that had bounced too high.

They decided to follow Bored's original plan and climb the rope. Arthur agreed - he wanted to stay part of the story, after all, his mother might be reading it!

"After me then." said Bored, and they all bounced repeatedly up and down until their combined weight clicked one of the mouse's buttons down. "Click!" went the button. There was a faint noise from the distance, then suddenly a giant robot arm arose from the horizon, activated by the mouse. It blocked out the cheesy sun and soon towered above the ground, moving swiftly towards the mouse.

"Oops... Sorry, guys!" apologised Bored. "I guess my plan didn't quite have the effect I was hoping for..."

The arm drove up to the mouse, its terrifying claws opening above them. "Let's get out of here!!" screamed Bored, and he and Bitodd flew off the mouse, down the rope and into the distance as fast as their legs could run.

Arthur, however, was stuck - he'd stood on the extra-strong chewing gum and the robot arm's claws were now descending fast. Arthur tried to move, but they gripped hold of him. He closed his eyes and hoped it was all a bad dream. The arm pulled him upwards, freeing him from the gum... but he went higher and higher into the sky, until the robot arm was at full stretch... the claws opened, and Arthur dropped into the free air, which rushed past him faster and faster... he opened his eyes to see the ground about to hit his face, and his heart skipped a beat....

Far away in a distant corner of the universe, an ITM machine was monitoring Arthur's heartbeat. As it detected a jump in the rate, it snapped into action and transported him instantly back on board ship.

Arthur stood facing the machine again. He was alive - if a little out of breath with all the excitement. He rested for a moment then a thought struck him - where were his friends? They had run off and were probably stuck at the mercy of the giant mouse and robot arm.

Arthur couldn't leave them there - nor could he manage to fly the ship to wherever they were, which he didn't know anyway! There was only one thing for it - Arthur pressed the random travel switch again.....

To be continued.

.....



Most major chainstores are useless, but look around for bargain boxes and the like, you never know what you might find!

Another place to try is 'Share' drugstore, those fine purveyors of lethal aftershave and "exclusive" perfume only 37p per gallon! But beware, it's a maze! Start dropping objects and make a map! If you get to the Computer section you'll find some quite good budget games. One oddity that exists both there and in Woolies is the 'Ricochet' label, included on here is "The Secret of St. Brides" for a paltry £1.99.

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr. Bristol. BS15 5TT

Simon Maren, CENTRAL COMPUTING, 61 Beech Road, Gillway, Tamworth,
Staffs. B79 8QQ

Just a comment about the help line. It's really surprised me that since I've started doing the phone-in help line 90% of calls have been from you ladies which surprised me. Any comment Sandra?

12

(Following the reviews by Jim O'Keeffe of Tartan Software's new adventures I received the following letters. As the letters explain the misunderstanding very well I thought I may as well reprint them.)

I've just read Jim O'Keeffe's reviews of Shipwreck and Castle Eerie and I'm afraid, due to an oversight on my part he's made the same mistake that Tony Bridge made. These adventures (and Prince of Tyndal) were NOT written by me nor was ABS used to write them. They were written by two friends of mine, Gladys and Gerry Officer using the suite of QUILL programs. The commercial copies of all 3 of these adventures mention this fact but the pre-production copies which I sent to you did not! Sorry!

I would not want to deceive anyone about the authorship of these adventures or the utility used so it might be a good idea if you could include a small piece in the next issue to set the record straight.

TOM FROST, 61 Bailie Norrie Crescent, Montrose, Angus. DD10 9DT

::::::::::::::::::::

I've just received a very nice letter from Tom Frost which corrects some of the statements made in my review of his SHIPWRECK/CASTLE EERIE adventures.

It would seem that, despite what you told me, neither of these adventures were written by Tom himself ... neither were they written using the ABS!

This information, of course, makes a large part of my review redundant ... particularly those remarks comparing ABS with other writing utilities ... if not downright misleading!

I feel that a statement should be included in the next issue of Probe which will correct the misrepresentations previously made ... and apologise to all concerned for any inconvenience caused ... as well as informing the readership that they should ignore all the comments regarding "ABS v the rest" as they are now, obviously, invalid.

I would stand by everything I had to say about the adventures themselves, however. The utility used to create them is, basically, unimportant. As adventures, they are very good indeed! I very much doubt if anybody who has bought them will have reason to regret the decision ... even if it may have been a purchase based on flawed data!

JIM O'KEEFFE, 28 Sable Close, Beaver Estate, Hounslow, Middx. TW4 7PE

(We do indeed apologise to everyone concerned, but as Jim says, the adventures are good and it is basically unimportant which system was used. Hope that clears up the matter..... Sandra)

::

A DEFINITION OF ADVENTURING

Adventuring is like a well known beer advertisement it refreshes the parts Arcade games cannot reach!

Mike Wade - June 1987

(Anyone else got a definition of adventuring?)

LOADING GAMES - SOME HINTS

I've been loading games on the SPECTRUM for 4 years now and during that time I have very rarely had any problems loading them in. I thought that it would be a good idea to give some hints on setting up your cassette recorders to give the same reliability when loading games.

1. CLEANING THE HEADS & TRANSPORT SYSTEM

It is very important to keep the playback head and capstan and idler wheel free of oxide (the coating of the tape). During play, this oxide gets deposited on the heads and transport system causing loss of volume and high frequencies and when it gets really bad it can chew up your tapes. I use "BOOTS" tape head cleaner and cotton wool buds. The cleaner costs 65p and will last about a year. Put a couple of drops of cleaner onto the end of a bud and gently rub the erase and playback heads. If there is any oxide on the heads it will be lifted by the bud and show up as a brown deposit. Keep cleaning the heads until they are clean, using fresh buds as they become dirty and then use a dry bud to remove any excess fluid. Then do the same on the capstan and idler wheel. This is the metal shaft and black wheel next to the heads. You should do this approximately once every two weeks depending on how often you load your games.

IMPORTANT

You must never use anything metal or sharp on the heads as, once scratched, they will be ruined for good. ONLY USE COTTON WOOL BUDS.

2. ADJUSTING THE PLAYBACK HEAD

So that the playback head can read the very high frequencies that are recorded in computer data it is essential that the playback head is in correct alignment to the cassette tape.

You can check this yourself. You need a very small screwdriver and a music tape. Play back the tape and if you look at the playback head you will see a screw on either side. One of these is fixed and the other can be turned. Find the one that turns and, while listening to the music, turn the screw slowly one way, then the other until the music sounds as clear as possible. As you turn the screw it will go sharp then dull. You want it to be as sharp and clear as possible. When you are satisfied with the tone the head should be in the correct alignment.

3. TAPES

When saving adventures to tape, only use good quality tape. I only use TDK, SONY or MAXELL tapes as they are the best. Never start recording at the start of the tape as this contains dropouts (where the oxide is missing from the tape) where the tape joins the leader and if you record on this part some of the data may be missing and the saved data will be lost causing you much heartache when you try to reload your saved position. I always fast forward the tape for approx 5 seconds before recording.

Using the above hints will enable you to load your games with very little trouble. They apply to any cassette recorder so will be of use to other computer users other than the SPECTRUM.

Finally, get cleaning and GOOD LUCK

Mike Wade

In-Touch

FOR SWAP OR SALE (Spectrum).

Secret of St. Brides £2, Kobyashi Naru £1, Matt Lucas £1, Subunk £1, Colour of Magic £4, Madcap Manor £2, Now Games (includes Lords of Midnight and 4 arcade) £2, Time of the End £1, Hulk (original with instructions but no box) 75p.

WANTED TO BUY OR SWAP FOR ABOVE.

Dracula, Father of Darkness, Kayleth, He-Man, Imagination, Randy Warner and the Aztec Idol - any others considered. Please contact:

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr. Bristol. BS15 5TT

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NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove, Worcs. B61 0JU

!!!!!!!!!!!! COMPETITION RESULTS !!!!!!!!!!!!!

You 'orrible lot! One of the suggestions I receive most for 'Probe' is the inclusion of competitions. So I gave you some. Did you respond? NO!! So I'm going to save up all the future software that I receive and hold a bumper competition in the Christmas issue. Anyway the following people did bother to enter and the winners are (in reverse order):-

BOOK OF THE DEAD COMPETITION Issue 11.

Q. Who did Kteth's father murder?

A. Kteth's father murdered Osiris.

In third place - Rhodn Thomas

In second place - Rhodn Thomas

In first place - (you guessed it!) RHODN THOMAS who sent in the only entry. Thank you for taking the time Rhodn. One copy of Book of the Dead is on its way to you.

We've had one entry so far in the excellent Moron competition that Jim O'Keeffe set up last month. So, I've decided to extend the closing date to 1st July 1987. Full details of this competition in Issue 12 of Probe. So please put pen to paper or w.p. and enter!!

'ADULT' ADVENTURE FROM ATLANTIS. Atlantis Software have released an adventure specifically for the over 16's. DUNGEONS, AMETHYSTS, ALCHEMISTS 'n' everythin' commonly known as DAA, is a comedy-fantasy adventure for adult Amstrad owners.

'The decision to release an adult only game was not taken lightly', said ATLANTIS' Managing Director, Mike Cole. 'When we first saw DAA, we were very impressed with its sense of humour but as the game contains the occasional 'rude' word and sexual innuendoes, we felt it necessary to put a warning on the cover. We realised that some parents may be offended if they found their twelve-year olds getting to grips with novice nuns, entangled lovers and busty barmaids'.

'ATLANTIS has gained a good reputation with the public for providing quality games at budget prices and the last thing we want is to be accused of corrupting our young customers. DAA is meant as 'cheeky fun' and we sincerely hope that most people will take it in that spirit', says Cole.

.....
A new label from Incentive DOUBLE GOLD. The label has been set up to compliment the Gold Medallion label, under which the best GAC'd adventures are released.

Double Gold will feature TWO Gold Medallion adventures for the price of one and are expected to retail at £7.95.

The first two releases under Incentive's new DOUBLE GOLD label, are for the Amstrad CPC. The new Double Gold Adventures are:

- A) Sharpes Deeds and Black Fountain by Linda Wright
- B) Top Secret and Mountains of Ket

RRP £7.95 - RELEASE June 1987

(Sharpes Deeds and Black Fountain have been written by one of "Probe's" readers. I've seen them, played them and enjoyed them and I'm sure you'll all join me in wishing Linda every success with them)
!!!!!!! GOOD LUCK LINDA !!!!!!!

.....
KET TRILOGY ON DISC. Following the recent success of The Ket Trilogy on cassette, Incentive announce the release of The Ket Trilogy of adventures on Disc.

Commodore Disc £ 9.95
BBC 40 Track Disc £11.95
Release date 1st June 1987.

The Ket Trilogy is comprised of 3 separate adventures, Mountains of Ket, Temple of Vran and The Final Mission. Each is a complete adventure in itself, and can be played independently of the other two.

INCENTIVE SOFTWARE, 2 Minerva House, Calleva Park, Aldermaston, Berks.
.....
GOODBYE to another two computer magazines. Computer Gamer and ZX Monthly. Good luck to Peter Sweasey who was becoming a true ally of Adventure Probe. According to Wendy Palmer, Group Managing Editor of Argus Specialist Publications Limited:

"As a result of significant reduction in market shares, and serious declines in advertisement and copy sales revenues, we have ceased publishing these magazines."

Serialised Solutions

THE PAWN by David Irwin

(Part two)

7) Go back to Buru. Give him the bowl and take the rice.

8) Go to the clearing, look in the stump and take the pouch. Open it and mix the colours to get a white (your light for dark places).

9) Go to the cavemouth and then onto lava river. Drop all and go up until you reach underground river. Hit the wall with your fist. Now go east back to the lava river. Take all and go north.

10) Push the pedestal to reveal the niche. Examine it and take the blue key. (NOTE: If the niche is empty, you got there too late).

11) Go back to the cavemouth and up to the plateau. Now go west and south to get to the snowman. Melt him with the white, take the white and go northeast into the tower. Go to the store and take the boots and wear them. Now go back to the clearing.

(If, at any time, you meet the adventurer, give him the chest to kill him - you need to kill him to get a full score. But it is possible to finish without killing him.)

12) Go south to the climbable tree, climb it and unlock the door with the wooden key. Drop the wooden key. Open it and enter it. Now close it so you can lift the boards. Go down to the low ceiling room, west and southwest to the abode. Open the door and go west into the lounge. Take the hard hat and wear it. Look under the cushion to find the coin. Put it in your pocket.

13) Now go to the lift (northwest of the crossroads). Slide the door and press the button. Wait for the lift to arrive and enter it. Slide the door. Take the rope and press the second button. Slide the door and go out. The yellow hat will protect your head. Remove the lumps with the boots. Enter the lift and slide door and press first button. Go to the white room and north to the office.

14) Look under the rug to find the safe. Unlock it using the blue key (forget about the princess), open it and look under it to find ballot paper. Go to the voting booth and put the ballot paper in the large box.

15) Go to the gateway and show the guards the note. Now go to Honest John and buy the beer bottle with the chit and buy the whiskey bottle with the coin. Now go to the Alchemist's lab.

::

SECRET OF ST. BRIDES by Alf Baldwin

(Part two)

By now the battery in your own lamp is almost exhausted, so light the hurricane lamp. Go north to the tall chamber and examine the straw. You see rotting planks. Examine the planks and get the purse. Open the purse and you see it contains some old money and a library ticket dated 1897 in the name of Constance May Hampshire. Examine the ceiling and you see a key hanging from a hook. It is too high to reach, so eat the mushroom and you grow 12 feet tall. Set the key and eat the other side of the mushroom to return to normal size. Open the door and you can then drop the key, and go north into the long tunnel. Open the grille in the west wall and go to the top of the steps. Listen at the door and you hear pots and pans clanking. Wait, then listen again. This time you hear nothing, so go west into the kitchen then south and down to the bottom of the steps. You see a massive brass-bound door. Listen and you hear sobbing, knock and you hear a cry for deliverance. Eat the mushroom to grow, then smash the door.

(to be continued)

THE BOGGIT by John Barnsley
(Part one)

WAIT, (until Grandalf Tarzans in through the window and drops a box of chocolates and a card on the carpet), TAKE CARD, READ CARD, TAKE CHOCOLATES, THROW CHOCOLATES (through window), EXAMINE CHEST, OPEN CHEST, CLIMB INTO CHEST, TAKE DIARY, READ DIARY, (make a note of Fordo's birthday 29/2/85), DROP DIARY, (there is now a muffled explosion outside as the chocolates explode!), CLIMB OUT OF CHEST, CLOSE CHEST, S, EXAMINE BOWL, USE BOWL (!), EXAMINE CABINET, EXAMINE BASIN, N, EXAMINE DOOR, (it has a combination lock - remember Fordo's birthday), 29285, (the door grows wings and flies open!), E, (you are greeted by some dwarves and are invited to come on down, you must answer Grandalf's question), NOTHING, (you are now inside again), DROP CARD, N, TALK TO GRANDALF, SAY FOLLOW ME, TALK TO THORNY, SAY FOLLOW ME, OUT, (a theologist appears - the connection between soap flakes and light is 'LUX'), E, N, (you meet 3 trolls), SAY LUX, (the trolls turn to putty), LOOK, EXAMINE HUGE STONE KEY, TAKE HUGE STONE KEY, N, EXAMINE ROCK DOOR, UNLOCK ROCK DOOR, OPEN ROCK DOOR, N, TAKE CLOTHES LINE, EXAMINE CLOTHES LINE, S, DROP HUGE STONE KEY, S, EXAMINE CAULDRON, CLIMB INTO CAULDRON, TAKE SWORD, EXAMINE SWORD, CLIMB OUT OF CAULDRON, EXAMINE LOGS, E, E, EXAMINE MAILBOX, N, (you now meet Smelrond and his "friend"!), TALK TO SMELROND (until he answers and gives you some lunch), TAKE LUNCH, EXAMINE LUNCH, EAT LUNCH, S, E, EXAMINE BOOTH, N, TAKE CIGARETTE, EXAMINE CIGARETTE, S, TAKE CREDIT CARD, EXAMINE CREDIT CARD, N, N, E, (you now see Beorn), SW, (going E from here is instant death!), IN, EXAMINE MARMALADE SANDWICH (don't eat it - it's poison), OUT, S, DROP CREDIT CARD, DROP SWORD, DROP ROPE, TAKE CARD, TAKE CREDIT CARD, TAKE SWORD, TAKE ROPE, W, W, N, S, E, E, EXAMINE SIGN, N, WAIT (until the Goblins capture you). (save game)

(to be continued)

DEADLINE by The Kraken

(Part one)

You start at the south lawn having just entered the Robner estate. go north, open the door, and go north again to the foyer. Here you will meet Mrs. Robner and get a message about a later meeting.

The first thing to do is to get a few clues, so go straight to the Library. There are lots of things here to examine, some important, some not. Examine the papers in the wastepaper basket. Get the Pad and Pencil, and rub the Pad with the pencil. A letter to Baxter eh? Pity all the words didn't come out, still, the word FOCUS seems prominent. Get the calendar and examine it. Turn the calendar for another clue. Examining the Cup and Saucer is useful, as it shows they are both from the same set of china.

We are now faced with the problem of how someone got into the Library (assuming it is murder). Examining the Balcony Railings points to how someone may have achieved this. Examining the Library carpet also gives a clue. If Robner was murdered, why didn't the Coroner's report give any indication of how it was done? Or did it, only a routine analysis for other drugs was done. Perhaps Robner was poisoned, but the cup didn't show any traces because it was switched for another!

Checking other rooms, including the kitchen, might give you some more clues.

(to be continued)

Precision Corner

HEAVY ON THE MAGICK - Mike Made

Password

Achad
Wolf
Lunacy
Fall
Water
Silence
Laza
Eleven
Soronoros
Long

Purpose

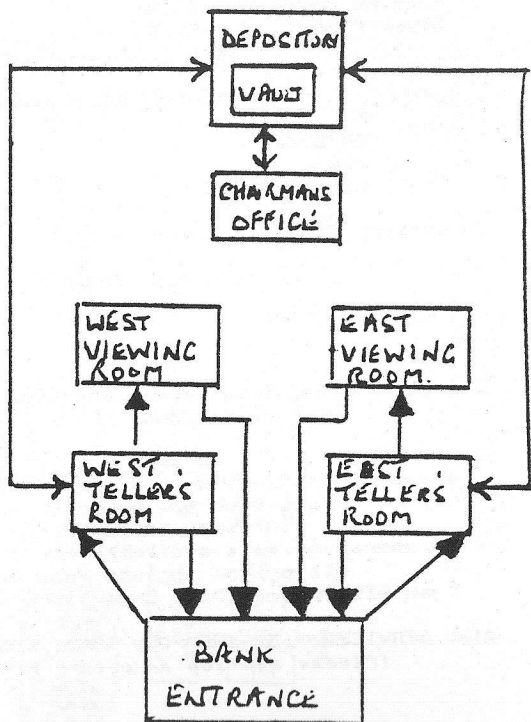
Ai rises from cauldron
Enter Moldrop
Door in Wolfdrop
Lowers fountain
Gets rid of Rabak
Selunda portal
Tertia portal
Enter Callodons pile
Quadra portal
Enter paradise

ZORK II - Jack Lockerby

SMALL
ROOM

CURTAIN OF LIGHT.

From Bank entrance go Northwest and then West to depository. South to chairman's office and get portrait. North - Drop Portrait. Enter light - walk through south wall to vault. Get bills - walk through north wall. Drop bills. West to tellers room then East to depository. Get portrait and bills then enter light and you should be in a viewing room, now go South and you are in the bank entrance.



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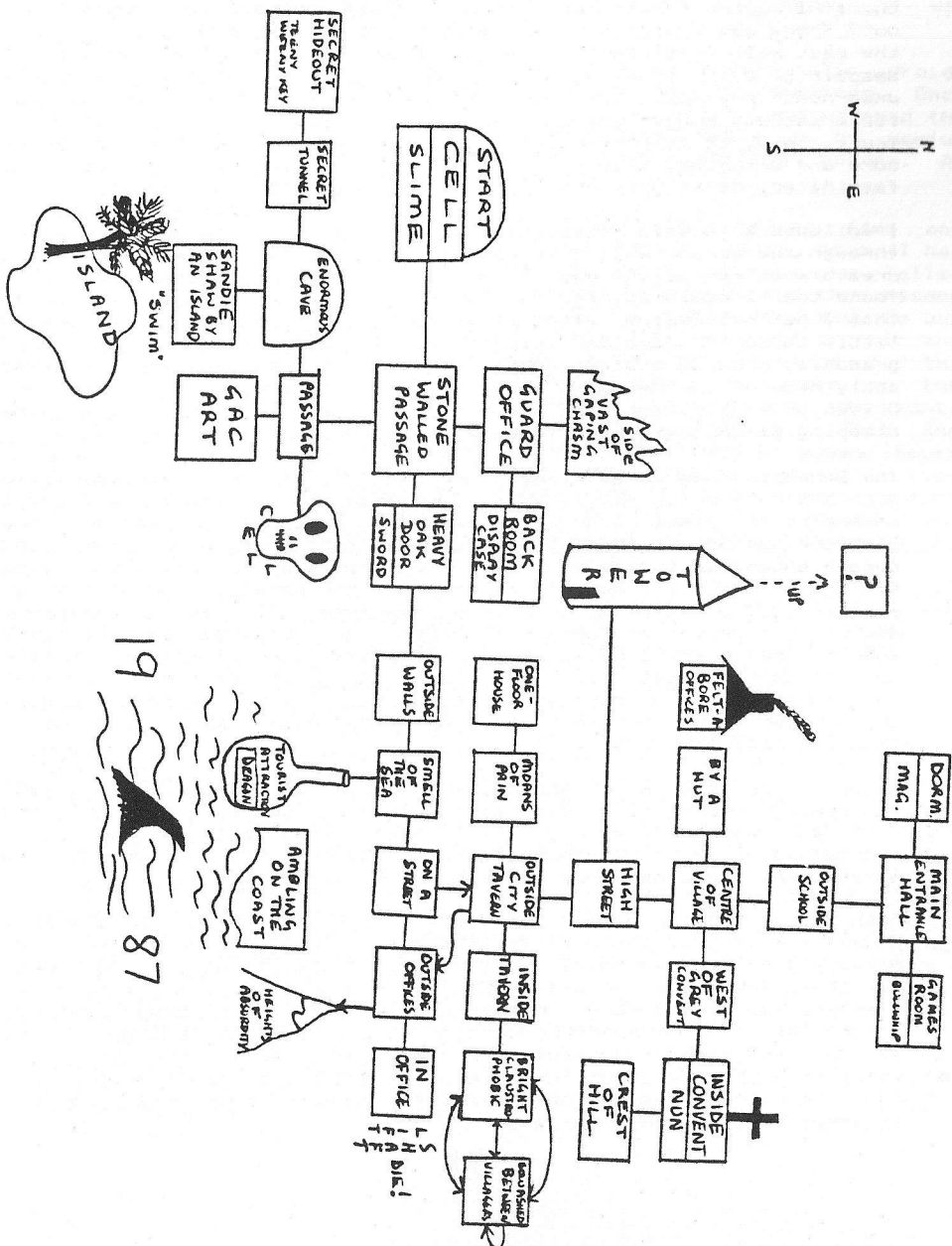
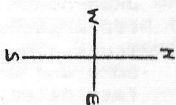
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19 87

NEW SECTION - SOLUTION OF THE MONTH

THE WORM IN PARADISE - Level 9 Computing - £9.95 A SOLUTION

It was a really pretty garden. Full of flowers and butterflies and with an absolutely magnificent apple tree. But what was I doing there? I couldn't remember a thing! It was most odd! How would I get out? There was a high wall all around the garden, and the door in the east wall appeared to be locked fast. After a while I began to despair of ever finding a way. Eventually, I dragged a bench underneath the apple tree and, standing on it, picked an apple from its branches. Hunger gnawed at me, and I quickly ate the delicious fruit. Then, to my horror, most of a Worm fell from the remaining core and wriggled, growing, on the ground. I watched, shocked but fascinated, as it grew and grew and finally left, heading west.

I followed at a safe distance. To my delight the Worm crashed through the garden wall - escape at last! I continued to track the creature as far as the edge of a Chasm. The Worm wriggled across. I found that I could not follow. My euphoria began to wane. It seemed that I had not escaped after all - my prison had simply become a little larger! Morose and miserable, I wandered about. My mood gradually growing blacker until, at last, it was as foul as the scaly hide of the Behemoth which I found slumbering in a corner. Driven by frustration, and a momentary madness, I lashed out at the sleeping gargantuan - and immediately wished that I had not!!

The Behemoth rose up spitting blood and fury! I fled for my life with the monster in hot pursuit. I managed to go North and West before it was almost upon me. I jammed on my brakes and waited. The Behemoth was not so nimble. It blundered into a nearby thicket and became entangled in the brambles. I did not stop to gloat, but made off again. North and West twice and then the Behemoth was almost on me again. I repeated my previous manoeuvre. It worked perfectly again. As I waited the Behemoth overshot and teetered on the very edge of the chasm. I could not stifle a small cry of triumph as the edge crumbled beneath him and the Behemoth slid majestically into the chasm. Taking my courage in both hands, I then skipped across the monster's back to the other side of the chasm (grabbing a scale from its body as I went).

I soon found the Worm again. Now grown to gigantic size and possessing a venomously evil nature. It was guarding the Glowing Exit Gate, which was my way out. It spat fuming acid at me as I approached. I held the Behemoth Scale before me, deflecting its attack, and dived headlong through the Exit.....

Then everything faded A voice said "Thank you for dreaming Reveline's Dream". I found myself standing in an Alcove in the Dream Palace. I felt very uneasy and extremely dissatisfied. I had done for days. Something was wrong, but I couldn't put my finger on exactly what it was. So, I had come to Reveline's to dream and to forget. It didn't seem to be working! I drifted into another Alcove and paid for a second dream. This one was about the noble and altruistic elite who rule Enoch wisely, despite constant attack from revolting socialists and enemy aliens, and watch over the ordinary citizens through their Collars.

I awoke feeling enlightened and angry! I was being watched, controlled and manipulated by the powers that be! Somehow I had become aware of it - and I didn't like it one damn bit!! In a fit of rage, I tore my Collar from my neck! Almost immediately I felt somehow freer and my rage lifted. I replaced the Collar around my neck - to be seen without it would be to attract undue attention from the Fuzbots. I left the Dream Palace with a new sense of purpose and determination. I had had enough of being somebody's puppet. I was going to break the mould. By hook or by crook, I was going to join the elite!

I made my way to the nearest Pedway and said, "Home". Two droids with a sedan chair rushed up and carried me to my Habihome. Once inside, I began to make my plans. I turned on the TV and watched the same old advertisements with new interest. There was a lot of useful information to be gleaned which I had never noticed before. At length I went to bed and slept the curfew away.

I rose the next morning early, eager to begin my rise to fame and fortune! I refreshed myself with a shower before leaving home (I had heard stories that salesdroids refused to serve citizens who failed to shower regularly. Can you imagine such a thing?) and then headed for the Jobcentre. I had always found the ET system very easy to use and I could not understand those who claimed it was both archaic and confusing. All you have to do is "Jump" from the Entrance to the Hub, then move either East or West until the second colour on the floor matches up with the second colour of the address you want. Then move South until you reach a Central Ring. Then it's East and West again until the third colours line up, followed by moves South and East/West lining up each colour in turn. Finally, by the time you reach the Walkway again, you should find that all seven colours on the floor line up with the seven colours of the address you require. Simplicity itself really! I arrived at the Jobcentre in good time, prepared to work myself to the top!

Three days later I wandered the Pedways disconsolate and disillusioned. The Jobcentre Droid had sent me on a YTS course, a YOPS course and finally, after I had refused all other offers, a days work as a Clerk. The experiences had taught me that, if nothing else, I was not going to achieve my goals through regular employment. I would need to find another way. I decided that if I had some money behind me, my task would probably be made easier. Accordingly, I made my way to the Municipal Hospital and sold off my spare body parts for about 800 creds. This was a risky course of action. If I was found to be in debt now, the Fuzbots would see to it that some of my vital body parts were taken as payment, which would mean recycling for me! I would need to take great care!

With my new found wealth in my pocket, I wandered into the Pleasure Dome, searching for inspiration. I found that the price of Daggets in the Pet Shop had dropped dramatically to 400 creds. I remembered that just a few days ago, the Salesdroid was asking for 900 creds. Unable to resist such a bargain (and feeling more than a little lonely and sorry for myself) I bought a Dagget, christened him Dagmar and took him for a walk in the Theme Park. It was hard to shake off the acute sense of deja vu which afflicted me whenever I entered the Theme Park. I experienced an overpowering compulsion to "Search" and "Listen" in every part of the place - but I never discovered anything of interest!

Today there was a flagseller present, trying to raise money for the Veterans Charity. I bought a flag on impulse and was promptly fined 9 creds by a Fuzbot for illegal possession! So much for charity! There was little else happening and Dagmar frolicked joyfully while I sat and stared at the War Memorial, my mind blank and my hopes dashed. I hardly noticed the Young Man who drifted past me. Not until Fuzbots, sirens wailing, suddenly descended from all sides and dragged him off. Soemthing fell from his pocket, and I went to investigate. It was his Wallet, with a Brooch inside upon which was coded his address. My pulse began to race! The Young Man was obviously a criminal and I had the means of entering his apartment. Who knew what might be found there? Perhaps something or some knowledge which would be of assistance to me? I decided to take the risk and, whistling Dagmar, who followed me faithfully, I set off.

The Young Man's apartment was very similar to my own - just a little seedier! There was little here to interest me and, if it hadn't been for Dagmar, I would have missed the most vital item of all. That clever little Dagget repaid his purchase price many times over by finding an Invitation concealed behind the peeling wallpaper. It turned out to be an Invitation to a meeting of a secret society to be held at 6. To join I would need to bring the marks of a Bison - a Medallion and a Valve! I was really excited! Now I was getting somewhere! I knew of a place in the Theme Park where I could get a Medallion. All I needed to acquire was a Valve.

I returned to the Jobcentre and badgered the Droid for more work. I figured I could get a Valve from the Hardware Store but they were only on sale to Robots. Therefore, I needed a job which would give me access to a Robot. Eventually, I wore the Jobcentre Droid down (by refusing all his offers) and he offered me a Labourers job. I jumped at the chance. The important thing about a Labourers job was that it gave you control of a Waldroid. Humans in Enoch did not labour, they controlled droids who laboured! As soon as the days work had finished, I guided my Waldroid to the Hardware Store (I had carefully noted the address from the TV the night before) where he purchased a Valve and brought it back to me. Delighted with my new acquisition, I resisted a mad impulse to throw paint in the Waldroids face, and left the Workplace quickly. I just had time to return home and collect the Invitation and the Medallion before heading for the 6 o' clock appointment.

I arrived a little early but the Custodian let me in nonetheless. I explored around and bought a Bottle of Wine from the Bar. Just after 6, some people entered. The Grandmaster Bison greeted me warmly ... and then informed me that the fee for membership was 100 creds! I paid up with a rueful smile! I was then guided through the most secret and powerful initiation ceremony of the Watch Bisons. They taught me the secret Bison Hoofshake and we drank copious amounts of communion wine. Then they left, and I was on my own again. But my future now looked a lot brighter.

The next morning, feeling slightly hungover, I decided to hand in the Young Man's Wallet at the Police Station. It was of no further use to me ... and there might be a reward! I entered the Police Station just in time to see another citizen handing in some property which he had found. The Fuzbot on the Reception Desk accused him of stealing something from the owners possession before handing the property in. He was promptly fined 500 creds!! I did a smart about-turn and left the Station!

Perhaps it would be a good idea to return the invitation to where the Dagget found it before I handed in the Wallet? An hour later, I was back at the Police Station, feigning modesty as the Fuzbot told me that my reward would be the authority to say "Home" in any open space and use the Robot Sedan. This, I thought, would be very handy for making quick escapes! I now returned once again to the Jobcentre. The Bisons assured me that, now I was one of them, I would be able to get a Council job. The Jobcentre Droid was his usual, unhelpful self. I had to turn down a number of trivial positions before the bureaucratic can-of-boots finally shook my hand, realised what I was, and offered me a Managing Directors job.

I accepted of course, but when I arrived at the Workplace, I found that the Head-High Plush Carpet seriously hindered my ability to find my Desk and do my work. Luckily, Dagmar came to the rescue! He growled and yelped and kept the mobile Carpet at bay. This enabled me to concentrate on finding my desk, and receiving a substantial payment for my days labour at the end!

For some time now I had been wondering about the strange clunking sounds that I could hear coming from behind my Bed, and my sleep had been plagued by dreams of enemy spies behind the walls! It was time I investigated. But first, I needed to pay another visit to the Hardware Store in person this time, and purchase a Vidcam so as to record any evidence I might find. That done, I lay down on my Bed and said, "Bed". The Bed swung up. I found myself sliding, and then falling, and then nothing for a while! When I finally came around, I was in the Undercity.

The place seemed to be totally uninhabited except for a number of Cleaning Droids. These machines spend all their time going around in circles, picking up rubbish and dust. I felt an unaccountable fondness for a cute, little dumpy model. I turned my attention to finding a way out of the Undercity. There were a number of Manhole Covers in sight, but all were too high to reach. I needed a way of climbing up. As soon as I saw the Signboard, I knew what to do! "Dump garbage here" it said, and the Droids were doing just that. A large Junkheap had formed nearby. I took the Signboard and dropped it in a location with a Manhole Cover in it. I then waited for the Droids, not the brightest of creatures, to move the Junkheap to where it said, "Dump garbage here"! While I waited, I looked around some more. I don't think that I was really surprised to find the Passage behind the Waterfall, but I was most certainly shocked to discover the Flying Saucer hidden within it!! As I watched, an Alien head poked out of the Saucer and looked around. I squeezed my Vidcam for all I was worth, anxious to record every second of this that I could! After a while, the smell of gas which was present began to get to me, so I beat a retreat - unseen and unheard!

The Droids had indeed moved the Junkheap by the time I got back. Where it had been, I now saw a Grill. I couldn't resist finding out where it went. I followed an Underground Passage and emerged, to my amazement, in the fields outside the City Dome! I had never been outside before and the beauty of Eden took my breath away! What worried me though, were the Fuzbot tracks I could see upon the ground! Inside, I climbed up the Junkheap and then went up through the Manhole. This particular exit deposited me on one of the City Pedways and I made my way, without delay, to the Police Station where I handed the Vidcam, containing my evidence, over to the Fuzbot.

He was delighted (if it is possible for a machine to be delighted?) and told me that my valuable evidence proved that the Alien threat was real, no matter what enemies of the State may claim. People would now be persuaded to rally behind the Government. He urged me to go to the Pyramid of Power for a TV interview.

The Pyramid of Power was sited on the Island of the Mighty and to get there you needed a Ticket to use the Riverboat. I went to the Travel Agents to get one but I didn't feel very confident. I had tried to purchase a Ticket before, only to receive a flat refusal. I had forgotten however about the power of the Bison Hoofshake. As soon as the Travel Agent laid his hand in mine, a Ticket was made available and I was on my way!

In the Foyer of the Pyramid of Power, I was met and escorted to the Top Floor where I was interviewed on TV about the Aliens. The third Kimberley herself rewarded me and made me a Party Member! Now I was really climbing the ladder of success!

In the days that followed, my old feelings of unrest returned. Once again I sensed that something was wrong. There was the look in the Third Kim's eyes as she handed me my reward. Was she worried about the Aliens? No! She seemed to actually be ... bored!! And had any action been taken against the Flying Saucer? There had been no reports. But the Fuzbot tracks I had seen worried me most of all. If the Fuzbots had been active in the Undercity, they could not have missed discovering the Flying Saucer. It wasn't that well hidden! I eventually decided that I would have to return to the Undercity for another look at that Saucer! But first I needed to take some precautions. I remembered only too well the smell of gas around the Saucer and the nauseous effect it had on me.

I went to the Museum in the Pleasure Dome. There was an exhibit there glorifying the First Kim and part of that exhibit was a Spacesuit (Helmet and Leotard). What better protection against a hostile environment? Stealing these items would not be easy however. They were usually protected by a Screen. Luckily, when the Guide brought a Party of Tourists in, he would raise the Screen so as to give them a better view. When the tourists left, the Screen remained raised for a short time. During that time, I got hold of the Bubble Helmet and concealed it within Dagmar's Batpak space (I had previously removed the Batpak). This was a vital move as I had heard that the current fine for being found in possession of stolen Museum exhibits was no less than 500 creds!! Having hidden the Helmet, I then had to wait for another Party of Tourists to arrive and leave before I could get the Leotard. This I concealed by wearing it beneath my own Tradclads!

I was now almost ready to go to the Undercity again, but first I had one more duty to perform. My luck had started to change the day I sat by the Memorial and saw the Young Man get arrested. I, therefore, felt that the Memorial was a symbol of my fortunes. I went to the Florist and bought a Wreath, which I then laid at the Memorial. It was probably just foolishness, but I felt better for doing it.

I took Dagmar to the Undercity this time. He had whines pitifully when I tried to leave without him. The pair of us crouched concealed amongst some roots, watching the Flying Saucer which was still in the same place.

I was wearing the Spacesuit so the smell of gas did not bother me. I was still cautious however. It was inconceivable that the Saucer would not be protected. I threw something towards it and, sure enough, it triggered alarms, laser beams and clouds of poison gas! An Alien emerged and cursed the false alarm. I repeated the process. The Alien re-emerged and was even more annoyed at the second false alarm! He called to a companion within the Saucer to switch the system off until a maintenance crew could examine it in the morning. This was terrific news to me!!

I approached the Saucer with my heart pounding in my ears, but it was shocked to stillness by what I saw when I stepped inside! There were two human technicians playing cards! Alien costumes hung from hooks! The Flying Saucer was made of cardboard! The whole thing was one huge, elaborate hoax!! One of the technicians reached for a laser pistol and I was close to being a dead duck! But at that very moment, Dagmar leapt between us! Bless his brave little heart!! "Save yourself, Boss," he shouted, "I'll hold them off for as long as I can". He charged and sent the technicians sprawling. That shook me out of my paralysis. I grabbed an Alien Costume as evidence and fled back the way I came. Breathless, I arrived back at the Waterfall where Dagmar caught me up. I hugged him for a couple of minutes, and then examined my position.

Those technicians would report my intrusion to their superiors. The Fuzbots would be out in force looking for me. I couldn't risk being seen out on the streets, but I couldn't hide for ever either! I had to get to the Pyramid of Power. I had to confront the Third Kim with the evidence I held in my hand. It was my only hope!!

I moved the Signboard into the Room of Dry Pillars Festooned With Red Tape, and waited for the Droids to move the Junkheap in there also. The Manhole Cover here was more difficult than the others. It was stuck and required lubrication. I opened the Bottle I had been carrying since becoming a Bison and Wine sprayed everywhere, including all over the Manhole Cover. I picked up the Cork which had popped out of the Bottle, and picked up Dagmar too since he could not climb. I'd be damned if I'd leave the little fella behind now!!

I emerged from the Manhole in the Quad just South of the Pyramid of Power. The Reception Droid on duty was happy to let me pass, after all, I was a Party member. I thanked the Great Sugar that orders for my arrest had not yet filtered down this far. I stepped into one of the two Elevators which served all floors of the Pyramid and pushed the White Button to make it rise to the Top Floor. To my surprise, when I stepped out, I was on an ordinary floor. A Reception Droid waved a cheery hello. I span around and dived back into the Elevator. I pushed the White Button again and this time the Elevator did take me to the Top Floor.

The Mirror at one end of the Corridor didn't fool me for a minute. I simply pushed through it and found myself at a Secret Spiral Staircase. I climbed up the Stairs, carrying Dagmar, and came to the Centre of Power. An automatic Partition slid down as I approached, blocking my progress. When I stepped back to the Top of the Stairs, it raised again. I needed something to Jam the Partition with. I threw the Box, which I had bought from the Pieman on one of my visits to the Theme Park, at it and then approached again. The Partition slid down, hit the Box, whirled and stopped. The Box was flattened.

While the Partition was stopped, I quickly slipped under it and into the Seat of Power. I found myself on a Floodlit Dais surrounded by thousands of Bugs, Scanners and Vidcams. Fire Extinguisher Foam began to flood out of an Orifice, filling the Dais. My escape was blocked by the Partition, which had now slid down to the floor. In desperation, I rammed the Cork from the Bottle into the Orifice and, by All Acorns, the flow ceased!!

The third Kim and her Cabinet entered the room. I jumped up and waved the Alien Costume in the air. I threatened to reveal all and bring down the Government! Eventually, I allowed myself to be dissuaded from this course of action. A deal was struck. I would give back the Alien Costume and in return I would be adopted into the Party Leadership. The Elite!!!

I leaned back in my seat and beamed my widest and brightest smile at the whole company! I had made it! I had won! One of the scanners to my right flashed up the message, "You score 1000 out of 1000 and are a Grandmaster Adventurer!" I ignored it.

My mind was already scheming and planning along a different track. The third Kim could not live forever. At sometime in the future there would be a need for a Fourth Kim. Well, it was something to think about

Jim O'Keeffe



"I'm carrying too much!"

Hints

ENCHANTER - Ron Rainbird

After dreaming of Portraits, investigate the Gallery and examine the lighted Portrait. Drop everything in a safe place, then offer yourself as a sacrifice if you want to get the Ceremonial Dagger - but OZMOO yourself first. Keep visiting the Hall of Mirrors until Adventurer appears, then enlist his help (with the aid of ZIFMIA and VAXUM) to open Guarded Door.

GHOST TOWN - Ron Rainbird

Say "Giddyup" to Paint and "How" to ghostly Indian. Shoot snake, then dig. Line shack floor is loose. Burn ravine brush. Make gunpowder keg in telegraph office. Tap key in line shack. Candle in mine. In saloon, try dancing in the dark. Collect \$200 for passing "Go".

Objects And Their Uses

HEAVY ON THE MAGICK - Mike Wade

Flask	-	To pass chasm
Clasp	-	To pass through fire
Snake	-	To pass the Hydra
Bag of Gold	-	Opens Trolls doors
Loaf	-	Extra stamina
Bone with meat	-	Extra stamina
Foot	-	For extra luck
Cauldron	-	Pot for parts of Ai
Skull	-	Part of Ai to put in cauldron
Ulna	-	Part of Ai to put in cauldron
Thigh	-	Part of Ai to put in cauldron

Bugs And Amusing Responses

WORM IN PARADISE - Simon Maren

If you go up the greased manhole cover when you're not a party member, you get thrown out and are put in a location with no description, where you're stuck until you quit. By using the waldroid to take the belongings from the museum (send it up a manhole in the pleasure dome), when the tourists call the police to take you away, you're presented with half a message ending in a comma, and are not fined at all!

HALL OF FAME

Thanks are due to the following readers for sending in contributions last month.

John Barnsley, Dave Brown, Sue Burke, Roy Kay, Simon Maren, Jim O'Keefe, Walter Pooley, Ron Rainbird, Neil Talbot, Geoff Taylor, Mike Wade, Bob Weeks, Graham Wheeler, Linda Wright, and The Helper.

The Helper

A LETTER FROM THE COUNTRY

Well, it's not that my computer has actually been evicted from the house in so much as the place is in the throes of redecoration, etc. Consequently, it seemed safer to place the more delicate equipment temporarily (I made that clear) on the patio. Now, the boss has gone shopping to get essential supplies like more paint and yet more cleaning gear. So, whilst I was connecting the extension lead to the drill I discovered, purely by chance, that it just reached the computer. Well, it really is most pleasant sitting here in the sun with the cows leaning over the drystone dyke and the hills beckoning invitingly. Now it is true that the weeds are also prospering but I have decided which one I shall see off today. I'm bound to forget the time and get caught but, hopefully, by the time the boss has returned I shall have finished this and will be painting or doing some other 'approved activity'.

Unfortunately, she (she hates being referred to as "she", as she says she is not the cat's mother) reads Probe, and Contact (so I suppose there's some hope yet) and I do get some quite funny looks on occasions when she reads my column - you know the sort only a woman g can give. A sort of superior look but oh, so very understanding. As you have probably gathered I adore her and all these jests are in good humour. I really could not manage without her but she is a bit of a liability when it comes to the old adventuring. I think people are beginning to discover my hideout, despite attempts at keeping my new abode secret. I have received a fair bit of mail and most of the usual goodies that have become an essential part of one's breakfast. I've trained the new postman quite well, but I am having to wait until the evening now before I get my mail. Of course some willpower is required on arriving home after work (I do work, honestly!). It is the instant formulae to a miserable dinner if I read my mail instead of doing what we love doing - having a right good natter.

I have received issue 17/18 of the A.D.L. which is the long awaited double issue. Now I had better be careful as last time I criticised A.D.L. we received a polite but firm note from Henry Mueller pointing out the errors of my ways. Well, this issue is a good read, but we are on Part 14 of The Hobbit and Part 14 of Sherlock, Part 10 of Morden's Quest, Part 8 of Colossal Caves and Part 6 of Lord of the Rings. Now I know they are long adventures and that we do not want all the dossier taken up with one adventure but surely a slightly longer coverage per issue should avoid what is getting to be a bit of a silly situation. Bear in mind some publications have a couple of dozen solutions per issue and Probe has serialised some very long complicated adventures like Colossal Caves, Return to Eden, Adventure Quest, etc. in a far fewer issues, without losing space for reviews, chatty articles, etc. Those solutions go into a great deal of detail, covering all essential variations, describing every location and what happens at every stage and were written in a truly brilliant way (who was the author?).

Oh, still on the A.D.L. Dossier, the complete solution is Pirate Adventure (yes the old Scott Adams one now published by Adventure Soft). On the positive side there were some good articles, including a new series on adventure writing by Mike Gerrard. Richard Bartle writes on MUD, Pete Austin and Hugh Walker plus a number of other people also have contributed interesting material.

I have also received issue No. 14 of Insight and issue No. 17 of What Now Handbook. These two publications contain a wealth of step by step solutions and tips. It is nice to see that the What Now Handbook also contains reviews, some chatty articles and the continuation of a series on adventure programming tips.

Of course Adventure Probe and Adventure Contact keep on appearing and I am pleased to report that, as you will all know, their high standards are being maintained. In fact, the wealth of valuable information appearing in these journals is making a good cross-referenced index a very attractive proposition. Anyone feel like having a go?

Alas, no sign of the Quest Chronicles. I am beginning to resign myself to a lost subscription. Whatever happened to Glamdring after such a promising start? Is it true that Nick Walkland is to produce another issue of Orcsbane?

Out of all the vast number of adventure orientated magazines and fanzines it seems as if we are now left with the A.D.L. Dossiers, Insight, What Now, Time Traveller, Adventure Contact, Adventure Probe and a few glimmerings of light from the Guiding Light. Does anyone know of any other journals specialising in adventure related topics which are still being produced on a regular basis?

I have received a note from Harry Bastien who is starting an adventure club for the Electron. Included in the first subscription is a three part adventure, Magnetic Moon by Larry Horsefield, which is a devious little saga almost worth the cost of the subscription. As this is QUILLED it runs perfectly on the BBC as well. The club is to produce a bi-monthly newsletter but I haven't seen one of these yet so I cannot indicate its content, etc. Harry is a genuinely keen and experienced adventurer and I think Electron users would find it worth their while joining his club.

So, despite being submerged in paint and various assorted boxes representing the accumulation of years of rubbish collecting I have managed to find a little time for a few trips into the lands of Fantasy. I have hung about with the Dodgy Beezer Gang interminably but have finally achieved success and sailed away on my yacht with my ill-gotten gains. I have also completed Supergran only because someone wrote to me for help. It was not my type of adventure at all. I am currently battling with Moonmist which is a must for Infocom fans but Starcross still has me foxed. I have found it difficult to become submerged in the atmosphere of Egyptian Adventure which is Duckworth's new release for the BBC but as I have not really got very far into the game I cannot really judge it fairly at present. Holl-soft's newer release, Fire Island, is the best so far in their range but I rather feel that whilst they are fairly cheaply priced they are still expensive for what they are in comparison to some of the budget ranges now so readily available.

In response to your letters. Apologies for constantly referring to Rick Hanson as Assassin I am afraid old habits die hard. In fact my own version is called Rick Hanson so I have no excuse at all. Thanks Barbara for the kind words.

I have had almost no queries for help from Probe readers - probably due to Sandra shielding me from you all. So I have little to offer in respect of help this month.

Someone was crying for help on Pettigrew's Diary and Woodbury End a little while ago and if they are still stuck let me know as I have now completed both these adventures. Also Beeb owners may like to know that I have completed all the MP and Kansas adventures. These are mainly elderly but are very rarely, if ever, mentioned in any of the adventure columns or journals that I read. Occasionally one reads the odd tip here and there. So if you are stuck on a golden oldie do write in.

I would be most appreciative if Beeb/Master owners could let me know what adventures they have completed and particularly what solutions they could make available to Probe and/or myself. I have completed a large number of adventures on the BBC but find that due to the general lack of support for this machine in the adventure columns many BBC adventurers feel isolated. I would like to rectify this. Of course, I do try to follow Probe's general policy of helping all adventurers and I do try to give coverage to as wide a range of machines and adventures as possible.

Has anyone yet played Epic's new release 'The Lost Crystal'? To date I have had to give this a miss for the time being but maybe if the old pennies last out and I feel flush later on I may lash out. Just at the moment I am still in a state of shock from having written out huge cheques for our house and for all the numerous expenses incurred in moving. We are telling ourselves it has all been very worthwhile.

I thought that I would finish off with a few starters:-

DODGY BEEZERS PART 2 (Melbourne House)

1. The password is VERT ETEP.
2. Remember the tips given in part 1.
3. You commence in a dark alley, full of non-returnable bottles, cardboard boxes, Kentucky Fried Chicken cartons and slime. You have Soapy and Mr. Vodeo with you and are carrying a pair of wire cutters, a pickaxe, a piece of paper, the Oxford book of sewers, a box of matches and Doggi-Snooz pills.
4. GO WEST to Terminal Street and CUT FENCE, SOUTH to the car breakers yard where there are two hungry looking Dobermans. DROP PILLS and the Dobermans go to sleep.
5. NORTHWEST to the yard manager's hut, EXAMINE HUT to see a small primus stove, a desk, a tiny fridge, a carpet and a calendar. LIFT CARPET to see a manhole cover, LIFT COVER.
6. GO DOWN to the top of a rusty ladder, LIGHT MATCH to see you are in the sewers, DOWN to a disgustingly smelly filthy sewer, WEST to a sewer too horrible to describe, where there is an old oil lamp. GET LAMP, LIGHT LAMP.
7. GO DOWN to an old rusty ladder leading to the nastiest part of the sewer system, DOWN to the sewer with a ladder and inspection point 7, block 6, drain 6.
8. GO WEST to the sewer with a plopping noise, NORTH to an unspeakably filthy sewer, EAST to the sewer with a ladder and inspection point 7, block 4, drain 6.
9. GO UP to an old rusty ladder and it is Saturday night. UP to the sewer with the rats, EAST to an unspeakably filthy sewer, NORTH to a sewer too horrible to describe where Soapy decides you are under the bank and takes the pickaxe and digs a hole.

10. PUSH GRATING (until it opens) and GO UP to the corridor by a steel vault. GO NORTH to Justin Perrier's office where there is an open skylight. EXAMINE OFFICE to see filing cabinets, shelves, a leather chair and a desk. EXAMINE SHELVES to see a diary which you cannot reach.....

SUPERGRAN (Tynesoft)

1. Start on the football pitch, KICK BALL UNTIL YOU SCORE A HAT TRICK, GET magician's top HAT, SMASH POST, GET CROSSBAR.
2. SOUTH to Scunner Campbell's house, LISTEN, POLE VAULT.
3. You are now in a hospital bed. EXAMINE TABLE, GET BOWL, EAT PORRIDGE, EAT PORRIDGE, GET UP.
4. SOUTH, EAST, GO sweet SHOP, EXAMINE DARTBOARD for large dart, GET DART.
5. NORTH, EAST, NORTH, NORTH, NORTH to outside the town hall, GO HALL to discover the Mayor's chain has been stolen.
6. SOUTH, EAST, GO MUSEUM to discover the valuable sculpture is missing.
7. SOUTH, WEST, WEST, GO THEATRE, GET WAND, GO CABINET, READ NOTE, TAP WAND, SAY ABRACADABRA, GET ROPE.
8. UP, SOUTH, EAST, SOUTH, SOUTH, SOUTH, EAST to Inventor Black's house.
9. GO HOUSE, HELP and Black talks to you, EXAMINE MACHINERY to discover it is invisibility machinery.
10. NORTH, when milk float stops, GET MILK, GO TO OWN HOUSE, GO HOUSE, EXAMINE CUPBOARD to find oats, DROP MILK, DROP BOWL, MAKE PORRIDGE, EAT PORRIDGE, EAT PORRIDGE.
11. SOUTH, GO HOUSE, START MACHINE so that you are invisible, NORTH, WEST to Scunner's house, GET CROSSBAR, POLE VAULT.....

BLUE DRAGON (MP)

1. You commence the game at the foot of some high rocky cliffs. Perched on a rock in the distant west is a huge bird.
2. GO EAST to the rubbish dump and GET PARCHMENT with the words MAGIC on. The parchment crumbles to dust and you can just make out the letters ZI. SOUTH takes you to the entrance to a cave and it is worthwhile remembering this location.
3. From the rubbish dump GO WEST to the foot of the cliff and NORTH to half-way up the cliff. LOOK until a knight in black armour on a black horse charges at you. (Sometimes you have to LOOK several times.) You will be asked to Hide or Stand.
4. STAND and the knight will pull up his horse within inches of you and he tells you of a witch in the castle who put a spell on him making him kill intruders. Standing your ground has broken the spell. He leaves his sword. GET SWORD.
5. GO UP to the top of the cliff outside a sinister castle by the closed gates. There is a large bell and a sign saying 'TRESPASSERS WILL BE EXECUTED'. If you ring the bell the door will open and you can enter the castle but do NOT do this.
6. GO EAST to the back of the castle by an open window and DROP SWORD, ENTER WINDOW to the armoury where there is an old lamp. GET LAMP, OUT, GET SWORD.
7. GO NORTH to the track where there is a heavily loaded wagon. You are asked to Hide or Hitch a lift. HIDE and as the wagon passes you jump on the back and enter the castle.

8. You are in a large hall by doors. A huge tapestry shows the sun god in his chariot and a blue dragon breathing fire, guarding treasure. Around its neck is a medallion with a galley on it. In the foreground is a large bird holding a ring in its beak. This tapestry gives several important clues.

9. RUB LAMP and a small flame appears, RIGHT to the end of a passage where there is an open door and a rickety staircase. You cannot climb this staircase.

10. ENTER to a small room with an open door to the south where there is a small silver flute. TAKE FLUTE and a witch appears. KILL WITCH, with sword, and repeat until she is dead. TAKE RING, TAKE CHAIN.....

FIRIENWOOD (MP)

1. GO NORTH to arrive at the crossroads, WEST to the valley on the edge of a fast flowing river where there is a boat moored, an odd pointed Wizard's Hat, a ball of string, a bunch of keys, a large hambone, a woollen blanket, and a shiny sword.

2. GET BONE, GET HAT, WEAR HAT, GET SWORD, ENTER BOAT, and it is swept downstream. You end up in a small creek near to the mouth of a cave. A vicious dog guards the cave entrance.

3. GIVE BONE and the dog wags its tail and trots off with the bone. It returns with a strangely carved stick. GET STICK which turns out to be a Wizard's Staff.

4. GO UP to the top of the cliff top, SOUTHWEST to a wooded glade alongside an evil smelling stream with a sign 'DANGER DON'T DRINK' and a human skull. GO EAST to the edge of Firienwood and SOUTH to the crossroads where you began.

5. GO WEST to the valley and GET KEYS, as the boat has mysteriously returned ENTER BOAT to be transported to the cave mouth where there is a friendly dog.

6. ENTER CAVE and the staff emits a pale light. You are in a large cave, GO NORTHWEST to a tunnel, LEFT to a wide North/South passage with an eerie light to the north.

7. GO NORTH to a vast phosphorescent lake, WEST to a junction of passages, WEST to a North/South passage with a light to the north, NORTH to a small chamber where the walls pulsate with light. There is a golden lamp pulsating with light which is a magic lantern. GET LAMP.

8. GO UP to a dark room with a locked door and UNLOCK DOOR and ENTER to go to a large cavern with stalactites and stalagmites.

9. GO WEST to a large cavern on the edge of a wide chasm with a flimsy rope bridge, UP to where the passage from the northwest ends, NORTHWEST to a large cave where a booming voice intones NEIRIF and there is a blinding flash. You are transported to the edge of Firienwood.....

Well, folks I am pushing my luck staying here any longer so I think I will put the extension cable back on the drill and get back to the chores. Those cows over there seem to have rather a nice life just chewing all day and scratching themselves on my wall. Oh no! That was one of my daffodils that has just disappeared! All the best.

Bye!!!!!!!!!!

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If you want to ask for help from The Helper then write to Probe and I'll pass your letters on. If you want a personal reply then please don't forget to enclose a SAE.....Sandra

.....

TELEPHONE HELPLINE

SUE BURKE Tel: 061 653 0005 - Monday to Sunday - 10 a.m. to 10 p.m.
ALF BALDWIN Tel: 0452 500512 - Monday to Saturday - 10 a.m. to 5 p.m.
MIKE WADE Tel: 0642 763793 - Monday to Friday - 6 p.m. to 7 p.m.
LINDA FRIEND Tel: 0278 428641 Monday to Friday - 10 a.m. to 5 p.m.
ALEX AIRD Tel: 021 327 5046 - Monday to Friday - 10 a.m. to 10 p.m.
JACK HIGHAM Tel: 0925 819631 Friday, Saturday, Sunday and Monday from
7pm to 10pm.
BARBARA BASSINGTHWAIGHTE Tel: Yeovil 26174 Monday to Friday from 10
a.m. to 6 p.m.
GRAHAM WHEELER Tel: Bath 0225 26919 10 a.m. - 12 p.m.
WALTER POOLEY Tel: 051 933 1342 will take calls at any reasonable
time.

If you would like to volunteer for the telephone helpline then send
in a list of completed adventures, your name and address and the days
and times when you would be available.

If you do telephone one of our volunteers then please make sure you
ring at the times shown. Even adventurers need time off to eat and
sleep.

.....

KINGS/QUEENS OF THE CASTLE

ALVAR SVERRISSON and ULFAR ERLINGSSON, Hverfisgotu 53, 220
Hafnarfiroi, Iceland

Ballyhoo, Enchanter, Hitchhiker's Guide to the Galaxy, Infidel,
Leather Goddesses of Phobos, Mindshadow, The Pawn, Planetfall,
Seastalker, Sorcerer, Starcross, Wishbringer, Zork 1.

.....

SIMON LILLEY, 21 Roberts Street, Rushden, Northants.
Bored of the Rings, Black Crystal, Dragontorc, Dungeon Adventure,
Hulk, Fourth Protocol (Pt.1), Inca Curse, Kentilla, Lords of Time,
Mafia Contract I, Ship of Doom, Spiderman, The Helm, The Island.

.....

JIM O'KEEFE, 28 Sable Close, Beaver Estate, Hounslow, Middx. TW4 7PE
Adventureland, Adventure Quest, Boggit, Bored of the Rings, Castle
Blackstar, Classic Adventure, Colossal Adventure, Doomsday Papers,
Dracula, Dun Darach, Dungeon Adventure, Emerald Isle, Erik the
Viking, Escape into Space, Espionage Island, Eye of Bain, Eye of
Vartan, Fantasia Diamond, Forest at Worlds End, Fourth Protocol,
Golden Apple, Gremlins, Hammer of Grimmold, Hampstead, Heavy on the
Magick, Heroes of Karn, Hobbit, Hulk, Inca Curse, Legend of Apache
Gold, Lords of Time, Marsport, Message from Andromeda, Mindshadow,
Morden's Quest, Neverending Story, Planet of Death, Price of Magik,
Quest for the Holy Grail, Red Moon, Return to Eden, Robin of
Sherlock, Robin of Sherwood, Seabase Delta, Ship of Doom, Snowball,
Sorcerer of Claymorgue Castle, Spiderman, Subsunk, Terrormolinos, Tir
Na Nog, Treasure, Valkyrie 17, Very Big Cave Adventure, Winter
Wonderland, Worm in Paradise.

.....

ROSEMARY MOSS, 73 Victoria Road, Blandford, Dorset, DT11 7JR
Castle Dracula, Circus, Cracks of Fire, Gremlins, Perseus and
Andromeda, Salvage, Time Machine, Treasure Hunter, Williamsburg
Adventure.

KINGS/QUEENS CONTINUED

PERRY WILLIAMS, 12 Godesdone Road, Cambridge. CB5 8HR

Arnold Goes Somewhere Else, Classic Adventure, Dun Darach, Forest at Worlds End, Heroes of Karn, The Hobbit, Jewels of Babylon, Knight Tyme, Message from Andromeda, Neverending Story, Nythyhel Pts. 1 & 2, Ring of Darkness, Theseus Pts. 1 & 2, The Trial of Arnold Blackwood.

RON RAINBIRD, 62 Coniston Drive, Holmes Chapel, Nr. Crewe, Cheshire. Adventureland, Arrow of Death Pts. 1 & 2, Circus, The Count, Enchanter, Feasibility Experiment, Ghost Town, Golden Baton, Golden Voyage, Mystery Funhouse, Perseus and Andromeda, Pirate Adventure, Secret Mission, Sorcerer, Sorcerer of Claymorgue Castle, Strange Odyssey, Ten Little Indians, Voodoo Castle, Wishbringer, Zork I, Zork II.

JOHN BARNESLEY, 32 Merrivale Road, Rising Brook, Stafford. ST17 9EB
Adventureland, Adventure Quest, Aftershock, Arrow of Death (Pt.1), Arrow of Death (Pt.2), Boggit, Bomb Threat, Bored of the Rings, Castle of Mydor, Castle of Terror, Circus, Claws of Despair, Colditz, Colour of Magic, The Count, Crystals of Carus, Denis through the Drinking Glass, Empire of Karn, Escape from Pulsar 7, Espionage Island, Eureka (1 - 5), Eye of Bain, Feasibility Experiment, Fools Gold, Forest at Worlds End, Golden Baton, Gremlins, Hampstead, Heroes of Karn, Hobbit, Hulk, Hunchback the Adventure, Ice Station Zero, Inca curse, Invincible Island, Jewels of Babylon, Kentilla, Knight's Quest, Lords of Time, Mafia Contract, Mafia Contract II, Magic Mountain, Message from Andromeda, Mindshadow, Mordon's Quest, Murder on the Waterfront, Mystery Island, Mystery of Munroe Manor, Neverending Story, Oasis of Shalimar, Perseus and Andromeda, Pilgrim, Pirate Adventure, Planet of Death, Price of Magik, Project X/Microman, Quest for the Holy Grail, Quest of Merravid, Red Moon, Return to Eden, Return to Ithaca, Ring of Power, Robin of Sherwood, Seabase Delta, Secret of St. Brides, Secret Mission, Ship of Doom, Shrewsbury Key, Snowqueen, Sorcerer of Claymorgue Castle, Souls of Darkon, Spiderman, Stranded, Subunk, Temple Terror, Ten Little Indians, Terrormolinos, The Curse, The Golden Apple, The Helm, Time Machine, Token of Ghall, Urban Upstart, Valhalla, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure, Voodoo Castle, Warlord, Waxworks, Wizard of Akyrz, Woods of Winter, Worm in Paradise, Zim Sala Bim, ZZZZ.

GWYNNETH WRIGHT, 118 Dark Lane, Bedworth, Nuneaton. CV12 0JH
Circus, Helm, Hobbit, Microman/Project X, Mountains of Ket, The Mural, Quest for the Holy Grail, Seabase Delta, Smugglers Cove, Temple of Vran, Tower of Despair, Urban Upstart.

NEIL SHIPMAN, 1 Heath Gardens, Coalpit Heath, Bristol. BS17 2 TQ
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of Babylon, Kentilla, Message from Andromeda, Monsters of Murdac,
Price of Magic, Red Moon, Seabase Delta, Spy Trek, Subsunk, Worm in
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Burlough Castle, Colossal Adventure, Dungeon Adventure, Emerald Isle,
Erik the Viking, Escape from Khoshima, Espionage Island, Flook One,
Forest at Worlds End, Guardian, Inca Curse, Jewels of Babylon, Lords
of Time, Message from Andromeda, Mindshadow, Mission One, Mordon's
Quest, Morgan's Seal, Neverending Story, Nythyhel 1 & 2, Planet of
Death, Return to Eden, Robin of Sherwood, Seas of Blood, Ship of
Doom, Smuggler's Cove, Snowball, Souls of Darkon, Subsunk,
Terrormolinos, Theseus 1 & 2, Treasure Tunnels, Trial of Arnold
Blackwood, Winter Wonderland, Worm in Paradise.

SIMON MARSHALL, 23 Springfield Way, Stockton Lane, York. YO3 0HN
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Andromeda, Mindshadow, Neverending Story, Red Moon, Warlord.

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GRAHAM WHEELER, 2 Burford Close, Southdown, Bath, Avon. BA2 1JF
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